

WHAT IS CLAIMED

1. A method of playing a video wagering game of draw poker against a pay table comprising
 - a player placing a maximum wager on the game;
 - 5 the player viewing an initial hand;
 - the player electing to continue ordinary play of the game or surrendering by forfeiting 60% or 40% of the maximum wager and receiving credit for 40% or 60%, respectively of the maximum wager; and
 - 10 the game ending for the player.
2. The method of claim 1 wherein a possible player's hand cannot be revealed in ending the game for the player.
3. The method of claim 1 wherein a possible player's hand can be revealed to the
15 player.
4. The method of claim 1 wherein the game is five-card draw poker.
5. The method of claim 1 wherein the game is a wild card variant of five-card draw
20 poker.
6. A method of playing a video wagering game of draw poker comprising
 - a player placing a maximum wager on the game against a first pay table;
 - the player viewing an initial hand;
 - 25 the player electing to continue ordinary play of the game or surrendering by forfeiting a predetermined portion of the maximum wager and receiving credit for a remaining portion of the maximum wager;

if the player elects surrendering, the game is continued against a second pay table with payout rates on at least one hand being lower than the payout rate for a same hand as in the first pay table; and
continuing play of the game.

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7. The method of claim 6 wherein surrendering may be performed only when a maximum wager has been made in the wagering game.

8. A video poker wagering game machine comprising:
10 a visual display;
a plurality of player controls including a surrender player control;
a processor and memory, the processor programmed to execute and display a draw video poker game;
and wherein the processor is further programmed to prohibit surrender when an
15 initial displayed hand is one of a plurality of winning outcomes.

9. The device of claim 8, wherein the processor is further programmed to permit execution of a bet surrender when a maximum wager is placed.

20 10. The device of claim 8, wherein surrender is defined as one of either 40\$ or 60% of the initial wagered amount.

11. The device of claim 8, wherein the plurality of winning outcomes are five card poker outcomes.

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12. A method of playing a wagering game, comprising:
a player placing a wager to participate in a video poker game;
displaying an initial hand of cards on a video game machine display;

providing an opportunity for the player to surrender a portion of the wager unless the initial hand is a predetermined winning hand;

providing an opportunity to replace cards; and resolving the hand.

5 13. The method of claim 12 wherein surrender is permitted when the player has placed a maximum bet.

14. The method of claim 12, wherein the surrender is either 40% or 60% of an amount wagered.

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15. The method of claim 13, wherein the surrender is either 40% or 60% of an amount wagered.

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16. A method of playing a video wagering game of draw poker against a pay table comprising

a player placing a wager in whole credit units on the game;

the player viewing an initial hand;

the player electing to continue ordinary play of the game or surrendering by forfeiting an amount closest in whole credit units to 60% or 40% of the wager and

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receiving an amount closest in whole credit units credit for 40% or 60%, respectively of the maximum wager; and

the game ending for the player.

17. A method of playing a video wagering game of draw poker comprising
- a player placing a wager on the game against a first pay table;
 - the player viewing an initial hand;
 - the player electing to continue ordinary play of the game or surrendering by
- 5 forfeiting a predetermined portion of the wager and receiving credit for a remaining portion of the maximum wager;
- if the player elects surrendering, the game is continued against a second pay table with payout rates on at least one hand being lower than the payout rate for a same hand as
- 10 in the first pay table; and
- continuing play of the game.